

# Random Values

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1. Write a program that simulates a spinner with 5 equally-sized sectors numbered 1-5. Run your program several times to verify the correct numbers are generated.
2. Write a program that generates a random odd integer between 1 and 11 inclusive. Run your program enough times to generate all possible values at least once.
3. Write a program to generate a multiple of 3 less than or equal to 30.
4. Simulate rolling two six-sided dice. Display their values, and the sum and product of their values.
5. Simulate rolling two 10-sided dice. Display their values, then display the larger value rolled.
6. Generate a random integer between 1 and 10. Have the user attempt to guess the value. If the user is correct, display a congratulatory message. Otherwise, display a consolation message.
7. Generate two random integers. Print a message if the first is larger than the second, a different message if the second is larger than the first, and a different message if they are equal.
8. *Dice Game*: A game is played where two six-sided dice are rolled. A player scores 2 points for rolling doubles (e.g. two 5s), 1 point if the values are 1 apart (e.g. a 2 and a 3), and no points for any other roll. Simulate this game, displaying each value and an appropriate message indicating the number of points won.